AR'KRITZ
the intruder

Microfolie's

Medical precautions

There have been reports that some people may experience epileptic symptoms or even seizures while concentrating on flashing lights. It is possible that persons with no previous epileptic experiences may, nevertheless, have an undected condition.
To avoid a possible medical problem, if you have an epileptic condition, consult your physician before playing video games or any other visually intensive software products.
In any event, stop using your computer and consult your physician if you detect involuntary muscle movements (such as twitching), altered vision, mental or visual confusion, convulsions, muscular pain, or numbness of the fingers, palms or other areas.

To avoid either of these situations, and as sound practice, if you should use this software for an extended period of time, it is suggested that you take periodic breaks of 10-15 minutes each hour.
Your computer should be in a well-lit room when using this software.
Operating at a close distance to your computer's screen should be avoided.

Technical support

In case of any problems, please contact us at :
℡ (47) 22 04 07 34

You can consult our Web site, http://www.scangroup.no

You can also write us at :
Scandinavian Group ASA
Maridalsveien 87, Building n°1
N-0461 Oslo, Norway

Minimum System Requirements

A 486 DX2/66 MHz or higher processor, Pentium recommended
8 MB of RAM
Double-speed CD-ROM drive
SoundBlaster, Gravis Sound Card, SB PRO, SB-AWE32.

Loading and installation instructions

DOS version

Turn on your computer and CD-ROM drive.
Insert the Ar'kritz disc into the CD-ROM drive.
In the Command line box, type the letter of your CD drive, a colon, and press ENTER.
For example, type d:[ENTER].
Type : INSTALL [ENTER].
Follow the setup instructions that appear on the screen.
If Ar'kritz is already installed :
Type the letter of your CD drive, a colon, and press ENTER.
Type : AR'KRITZ [ENTER]. Ar'kritz opens to the MENU screen.

WINDOWS™ 95

Turn on your computer and CD-ROM drive.
Insert the Ar'kritz disc into the CD-ROM drive.
Windows™ 95 will automatically start the installation.
Follow the setup instructions that appear on the screen.
After all of the files are copied to your hard drive, the program can start Ar'kritz.
If Ar'kritz is already installed :
Turn on your computer and CD-ROM drive.
Insert the Ar'kritz disc into the CD-ROM drive.
Windows™ 95 will automatically start the installation.

Game description:

Black Hill City- a small town lost in the farthest reaches of Arkansas's back country.
Our hero Jack, an ex-cop, is spending his evening at Willy's bar trying to cool down with a glass of beer. This has been his routine for the past 8 months, after having been fired from the police force for over-reacting in a sordid car theft scheme.

Nothing seems to disturb the peace and quiet of this place. No one seems to be worried about the strange disappearances that have been taking place recently. And even the flash of lightning tearing up the night sky doesn't wake up the town.

In order to cheer himself up, Jack gulps down his beer without paying attention to the thick foam that has suddenly formed in his glass. He's a hard-core beer drinker, but this beer is not like others ! He jumps up and quickly puts down his glass. Strange marks begin to appear on his face...
Jack rushes out of the bar, his legs shaking and his vision blurred... Once outside, he gets a hold of himself again, but there is still a sour taste lingering in his mouth.
"Hey, human, it's not the end of the world..." Jack jumps, startled, wondering where in the world this voice is coming from! He turns around looking for the person talking.
"I'm Ar'Kritz, or commissioner Ar'Kritz, if you prefer. I must say, you are one lucky guy seeing that we kind of work in the same business."
Jack stands there stupefied. Without saying a word, he listens to Ar'kritz's story about dangerous rebels who have escaped from a prison in the Octant constellation, about shady plots which could put the Earth in danger... And how Ar'Kritz is the special messenger sent by the High Commander AK'HARNN to prevent this from happening. His mission is to eliminate the imperial prison escapees and destroy what may be their new attack base.

Unfortunately for Jack, Ar'Kritz secretes a toxic substance which provokes mutations in human beings... These mutations will progressively transform Jack into an exceptionally powerful monster... who is destined to die ! Unless you help him...

This mission is full of traps, riddles that need to be solved, objects to be collected (weapons, bonus points, health items...) and enemies that must be fought.
You, the player, are the only person able to help Jack (and Ar'Kritz) escape from this terrifying nightmare...
Good luck !

Your goal

You will travel through Black Hill City and its surroundings which are inhabited with human-like mutants. Your mission : to make it to the enemy space station and destroy it. But, before doing so, you must find the molecule separating device to enable you to get rid of your favorite parasite...

How to play

You move the arrow using the directional arrow keys : UP, DOWN, LEFT and RIGHT. In order to choose an option from the menu, use ENTER or the SPACEBAR.

Game :

To begin the game, place the arrow on GAME, then press ENTER or the SPACEBAR to validate your choice.

Options :

In order to access the options, place the arrow on OPTIONS, then press ENTER or the SPACEBAR. This will allow you to access:
• another menu to adjust the music and sound effects volume;
• the software's animated images following your progression in the game;
• the lay-out of the keys used for the game.

Password :

Place the arrow on PASSWORD, then press ENTER or the SPACEBAR to validate your choice. Enter your PASSWORD using the keyboard. To validate your PASSWORD press ENTER or the SPACEBAR. Note: When you have obtained a PASSWORD during a game, it will automatically be displayed in the PASSWORD OPTION. All you have to do is validate it.

Keyboard controls:

Run	$\Rightarrow$	$\Downarrow$	$\Uparrow$	$\Leftarrow$		
Hit	Ctrl $\Rightarrow$	Ctrl $\Rightarrow\Downarrow$	Ctrl $\Uparrow$	Ctrl $\Leftarrow$	Ctrl $\Leftarrow\Downarrow$	
Special hits	Shift Ctrl $\Rightarrow$	Shift Ctrl $\Rightarrow\Downarrow$	Shift Ctrl $\Uparrow$	Shift Ctrl $\Leftarrow$	Shift Ctrl$\Leftarrow\Downarrow$	
Shoot	Alt $\Rightarrow$	Alt $\Rightarrow\Downarrow$	Alt $\Rightarrow\Uparrow$	Alt $\Leftarrow$	Alt $\Leftarrow\Downarrow$	Alt $\Leftarrow\Uparrow$
Special shoot	Shift Alt $\Rightarrow$	Shift Alt $\Rightarrow\Downarrow$	Shift Alt $\Rightarrow\Uparrow$	Shift Alt $\Leftarrow$	Shift Alt $\Leftarrow\Downarrow$	Shift Alt $\Leftarrow\Uparrow$
Select an object in inventory	1 2 3 4 5 6 7 8 > Z : _					
Throw the selected object	space					
Use the selected object	Enter					
Turn towards the flashing arrow	Shift Enter					
Choose direction at crossroads	Enter					
exit the game	ESC					
pause	P					

Description of the game screen

Inventory : there are weapons, clues and objects hidden in each level. These are always stocked in the 8 inventory windows. In order to find and collect them, the player must destroy the enemies. For weapons using ammunition, a number is displayed to the left of the inventory icon showing how much ammunition remains.

The enemy's energy : each time that you, Jack come face to face with a BOSS, his energy bar is displayed. When it reaches 0, the BOSS dies.

Jack's energy : your energy is shown using an energy bar. It is more or less full depending on how much energy you have left. Each time you fall or receive a blow, your energy level drops. When it reaches 0, you lose a life.

Additional lives : you have a maximum number of 9 lives. Each time you die (i.e. you have no more energy), you are still able to continue playing if you have an "additional life" In this case, your energy level is completely recharged.

Bonus points description

The energy bottle : this brings your energy level back up to 100 %. If you pick this up when your bar is at only 25 %, it will be more effective. Dive right in and quench your thirst !

AR'KRITZ's head : this gives you an additional life. The game is over when your energy bar reaches 0. However, if you have an additional life, you are given another chance. You immediately reappear where you died. You'll see yourself flashing onscreen for a few seconds. While you are flashing onscreen, you are immortal. When you use an additional life, your energy level is recharged reaching its maximum capacity ; However, you lose a life.

The gray ammunition sack : when you have this sack, your normal shooting capacity increases by a few units.

The red ammunition sack : when you have this sack, your special shooting capacity increases by a few units.

The weapons : after each mutation, you must stock up on weapons to avoid physically close battles. Use them wittingly !
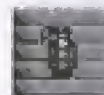
The box of grenades: this gives you a certain number of grenades which are more or less effective depending on which enemy they are used against.

The box of mines : this gives you a certain number of mines which will eliminate your enemies if they walk on them. Be careful where you walk!
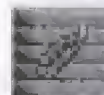
The box of dynamite : this gives you a certain number of dynamite which will eliminate your enemies or open up passages. Make sure you keep your distance!

The protective shield : when you have this no one will be able to withstand you.

Tricky devices and clever gadgets

The city map : you'll be able to find your way around the city more easily. Definitely take it!
The camera : you'll be able to find your way around the laboratory more easily.
The newspaper:this will keep you updated on the happenings around BLACK HILL. Take one, they're free!
The letter : go look for it! It will be very helpful for advancing in the game.
The keys : take them ! A key is always useful.
The magnetic card : this will be very useful in the laboratory for opening certain difficult doors.
The multiplying sack : this will multiply the amount of ammunition you possess.
The screwdriver : you must use this to reach a quicker, more direct passage.
The lighter : this is used to set off fires.
The photo : ???
Red AR'KRITZ : this allows you to obtain a PASSWORD during the game. Definitely look for them, because they'll be extremely useful for you to advance.

Final words of advice : completely explore each level in order to find additional lives and weaponry. Some of the enemies are really tough, and are invulnerable to certain attacks or must be hit or shot at numerous times... Try different strategies ! (There are even some enemies who jump on top of your head ! Strange, isn't it !!!)

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CREDITS